The claims in prosecution are as follows:

1. (presently amended) A ~~computer-readable~~ program medium having stored

computer program code that when executed by a computer causes a computer system to

recognize a character-based user interface having a plurality of host component

types and to transform the character-based user interface to a web enabled user

interface, the medium having code to control the computer, the medium

comprising:

code for scanning the character-based user interface ~~for~~ by a plurality of

agents; code in each agent for determining the existence of a different host

component type unique to the agent;

code for defining a match region for each host component type found to

exist by an agent in the character-based user interface;

code for determining whether two or more match regions overlap;

code for resolving a conflict between the two or more match regions that

overlap;

and

code for rendering match regions associated with each agent to compose the web

enabled user interface.

2. (presently amended) The ~~computer-readable~~ program medium of claim 1

wherein

the rendering code further comprises:

code for rendering each match region as a widget, the aggregated widgets

composing a formatted output page.

3. (presently amended) The ~~computer-readable~~ program medium of claim 1

wherein the resolving code <u>is</u> executed before the rendering code, and further

comprises:

code for resolving a conflict between two or more match regions which

overlap based on a policy to determine which agent associated with a match region

controls the overlap region.

4. (presently amended) The ~~computer-readable~~ <u>program</u> medium of claim 3

wherein

the resolving code further comprises:

code for assigning a predetermined priority to each agent;

code for comparing the predetermined priority to resolve a conflict between

two or more match regions; and

code for selecting the agent with the highest predetermined priority to control the

overlapping region.

5. (presently amended) The ~~computer-readable~~ <u>program</u> medium of claim 3

wherein the resolving code further comprises:

code for comparing the size of the conflicting regions which overlap; and

code for selecting the agent having the smaller size region to control the

overlapped region.

6. (presently amended) The ~~computer-readable~~ <u>program</u> medium of claim 3

wherein the resolving code further comprises:

code for assigning a dynamic priority to each conflicting region having a common

overlapping region, the dynamic priority based on the projected amount of time

expended to render each conflicting region; and

code for selecting the agent controlling the conflicting region having the highest

priority to retain control over the overlapping region.

7. (presently amended) The ~~computer-readable~~ program medium of claim 4

further comprising code for controlling the agents detecting overlapping match

regions to negotiate whether to relinquish control of each agent's overlap region.

8. (presently amended) A computer system for recognizing a character-

based user interface having a plurality of host component types and transforming the

character-based user interface to a web enabled user interface, the computer system

comprising:

a memory comprising a plurality of agent objects to scan the character-based user

interface, each agent object determining the existence of a different host component

type from the other agents, each agent object defining a match region for each host

component type found to exist in the character-based user interface,

an agent manager for determining whether two or more match regions

overlap and for resolving the overlap, each agent object rendering ~~itsassociated~~ its

associated match region to compose the web enabled user interface; and

a processor for running the plurality of agent objects.

9. (presently amended) The computer system of claim 8 wherein each agent

~~renders~~ is configured to render each match region as a widget, the aggregated widgets

composing a formatted output page.

10. (canceled)

11. (presently amended) The computer system of claim [[10]] 8 wherein

the system ~~resolves~~ is configured to resolve a conflict between two or more overlapping

match regions based on a policy to determine which agent associated with one match

region controls the overlap region, the processor configured to execute ~~run~~ the

policy.

12. (presently amended) The computer system of claim 11 wherein the

policy executed by the processor comprises:

assigning a predetermined priority to each agent;

comparing the predetermined priority of the two or more ~~conflicting~~ agents

<u>detecting overlapping match regions</u>; and selecting the agent with the highest

predetermined priority to control the overlapping region.

13. (original) The computer system of claim 11 wherein the policy executed

by the processor comprises:

comparing the size of the conflicting regions which overlap; and

selecting the agent having the smaller size region to control the overlapped

region.

14. (original) The computer system of claim 11 wherein the policy executed

by the processor comprises:

assigning a dynamic priority to each conflicting region having a common

overlapping region, the dynamic priority based on the projected amount of time

expended to render each conflicting region; and

selecting the agent controlling the conflicting region having the highest

priority to retain control over the overlapping region.

15. (presently amended) A method for recognizing a character-based user

interface having a plurality of host component types and transforming the character-

based user interface to a web enabled user interface, the method comprising:

scanning the character-based user interface ~~for~~ <u>by</u> a plurality of agents;

determining which host component types exist in the character-based user

interface, each agent determining the existence of a different host component type from

the other agents;

defining a match region for each host component type found to exist by an

agent in the character-based user interface;

determining whether two or more match regions overlap;

upon a determination that two or more match regions overlap, resolving a

conflict between said two or more match regions that overlap;

and

rendering match regions associated with each agent to compose the web enabled

user interface.

16. (presently amended) The method of claim 15 wherein the render step

rendering match regions associated with each agent to compose the web enabled user

interface further comprises:

rendering each match region as a widget, the aggregated widgets composing a

formatted output page.

17. (presently amended) The method of claim 15 further comprising a step

before the rendering step, the step comprising wherein resolving a conflict between

said two or more match regions that overlap further comprises:

resolving a conflict between two or more match regions which overlap based on a

policy to determine which agent associated with a match region controls the overlap

region.

18. (presently amended) The method of claim 17 wherein the policy

comprises the steps of:

assigning a predetermined priority to each agent;

comparing the predetermined priority of the two or more conflicting agents

detecting overlapping match regions; and selecting the agent with the highest

predetermined priority to control the overlapping region.

19. (presently amended) The method of claim 17 wherein the policy

comprises the steps of: comparing the size of the conflicting regions which overlap; and

selecting the agent having the smaller size region to control the overlapped region.

20. (presently amended) The method of claim 17 wherein the policy comprises the steps of:

assigning a dynamic priority to each conflicting region having a common overlapping region, the dynamic priority based on the projected amount of time expended to render each conflicting region; and

selecting the agent controlling the conflicting region having the highest priority to retain control over the overlapping region.

21. (presently amended) The method of claim 18 wherein the conflicting agents detecting overlapping match regions negotiate whether to relinquish control of at least the each agent's overlap region.